

Game Shows

THEY improv leads the way for country club entertainment with their Game Shows. These shows are designed to entertain club members, reward members working together and to generate a larger sense of community. Participants in the games have fun while reducing internal stress and enhance personal relationships.

Each show is individualized with elements adjusted based on the needs of the audience. This includes shifting from ratings G through NC-17, wholly audience-driven to packing participants with comedic performers, and from innocuous shows to shows that ambush unwitting audience members.

Most Game Shows are provided as a low-tech adventure for the audience members to increase the flexibility of performance. Additional set elements, equipment, scoreboards, etc. are available at an increased cost, but aren't often advisable since it reduces the human element. Besides the host, a "Vanna" is available at an increased fee, and is recommended for shows with larger audiences. Travel costs are often not needed as we usually operate locally, but if required, would be included in any quote that we offer.

Shows generally run from 30-45 minutes, but can be done in combination or in playoff formats for 60-90 minutes. Prices range based on length of show, required cast, size of audience, holiday seasons, prizes, etc.

Contact **THEY improv** to find out the variety of shows available, and how hiring **THEY improv** is a winning proposition for everyone. Email **THEY improv** at info@THEYimprov.com or by telephone at (866) 219-4386.

Some of our Game Shows include:

The Functional Feud: Loosely based on television's popular *Family Feud*, the Functional Feud has competitors competing to come up with complete lists from popular knowledge. From naming the seven dwarves to the seven deadly sins, common knowledge is challenged for points and bragging rights in this battle of wits.

The NewlyMet Game: Loosely based on television's popular the *Newlywed Game*, the NewlyMet Game pairs contestants off to prove that they know more about each other than the other pairs. Audience members serve as the judges with bizarre and fun ways to show incorrect answers. Often entertaining and amusing, this brings knowledge of each other to a new level and enhances personal relationships in a fun and supportive atmosphere.

Match Me If You Can: Loosely based on television's popular *Match Game*, Match Me If You Can pits two contestants against one another trying to match answers with a panel of six audience members. Other audience members serve as judges with enjoyment of incorrect answers. This game helps people to see things through each other's eyes and so enhances relationships.

Pass Me That Word: Loosely based on television's popular *Password*, Pass Me That Word pairs audience members to compete trying to explain words using simple one-word clues. This forces the participants to use inflection, emotion and other non-verbal tools to get across the ideas.

Get A Clue: A murder mystery with our dedicated host walking your participants through the process of finding a murderer. Either a Clue Party with everyone as a suspect or a Cambridge Solution with the focus on a few members of the audience is a sure-fire way of bonding the partygoers in a fun atmosphere.